

SBACE

GAZETTE

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Please address all Correspondence to:

James A. Jengo

SBACE
5025 Range Horse Lane
Rolling Hills Est., Calif. 90274

Monthly meetings of S.B.A.C.E. are held on the 3rd Thursday of each month at 7:00 PM at:

HW Computers
2301 Artesia Blvd.
Redondo Beach, Calif. 90273

Our esteemed officers are:

President	Gerald Bransford
Vice President	Alan Haskell
Secretary/Treasurer	James Jengo
Lit.arian	Harry Koons
Newsletter Editor	Joe Whitehead

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FROM THE EDITOR'S DESK

Well here is again another 2 months have gone by and its time again for all our mail carriers to meet. SPACE. I am trying out a new idea for a datafile in this issue and I would really like to know what you think and get more contributions for it. This is all explained later in this message. And now on with the winners!!!!

Winners of the \$25.00 gift certificate for best article in our newsletter were:

Bill Bacon Basic Compiler Nov/Dec

Gearld Bransford Prexies Posits Jan/Feb

Now I know that all of you out there would like to get one of these gift certificates, so lets get our word processors busy! **HINT HINT** Remember H.W. offered the use of their word processors in case you don't have one. We all have something we could share with the rest of the club. I want to thank everyone who contributed to this newsletter, making it the biggest we've had so far.

MISCELLANEOUS DATA FILE

The following is a experimental column that I thought might be of some help to all our members. I would like to know what you think of this idea and of course any contributions to it would enhance its purpose.

The purpose of this column is to give our members some information that might be helpful in dealing with stores, using modem and in general just making your Atari easier to live with. For example at our meeting in February many people wanted to know who owned the H.W. Computer stores. Also a few telephone numbers to call with your modem were given. How about where you can get the Softside magazines or other publications. All this information could be shared with all our members in this column. So here we go! Introducing our experimental (hopefully to be permanent) Miscellaneous Data File:

Owner of H.W. Computers Terry Koosed 213-886-9200

Modem numbers:

H.W. Computers BB3 213-542-9142

Softwork 213-473-2754

Any other information you would like to know or share with us would be greatly appreciated. Let me know what you think of a column like this.

Bob W.

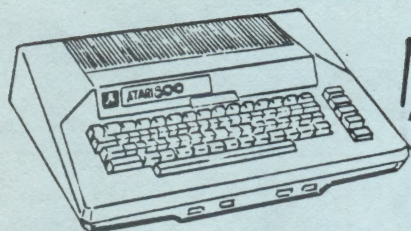
WHAT's GNU by James A. Jengo

Boy, sure didn't get much space this month! That'll teach me to submit my trivia on time. Here are a few interesting tidbits from Ron Hodge of the CONTACT User's Group: if you press [ctrl-shift-I] in the game "BREAKOUT" by Atari, you will see a message from the programmer (wonder if Atari knew about it). If you press the [esc-tab-ctrl] keys together when playing "CAVERNS OF MARS" by Atari, you'll skip ahead to the next cavern. There's a secret way to hyperwarp in "STAR RAIDER" by Atari: position your ship on the galactic chart 1 square below your desired destination, press [L], then [H]. You may hit [0] to stop. There's no need to steer!

Has your recall of trigonometry ever been less than adequate when you've wanted to draw a circle? Well here's how to draw one:

```
10 GRAPHICS 7+16:COLOR 1:DEB
20 XCTR=80:YCTR=40:RADIUS=39
30 FOR I=1 TO 360
40 X=COS(I)*RADIUS:Y=SIN(I)*RADIUS
50 PLOT XCTR+X,YCTR+Y
60 NEXT I
70 GOTO 70
```

Well that's all the room I can find . . . I have a couple more pages of goodies that I will submit on time for next issue. Bye.



PREXY'S POSITS

Last night I was in a Torrance Hi Fi store picking up my Panasonic TV which, after 7 years, finally had shown a trouble and I noted what has been bothering me for quite a while. The salesman was drawing the customers attention to the difference between the Atari TV computer and the 400 in terms of game playing.

Now don't get me wrong; I'm not against games. In fact I'm rather addicted to "Jawbreaker" (a PACMAN clone). But Atari puts such an emphasis on games, not only in merchandising, but in software, that people with no real interest in the computer as a technical tool are the main body. I have no quarrel with Atari selling loads of Atari 400 computers (without Basic cartridge or tape recorder) except when their thrust robs us serious computer buffs of their support.

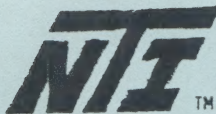
It has been clear even in discussion with Earl Rice and Mark Cater of Atari that Atari has a rather schizophrenic view of us. On one hand, they want our business. The other hand, like the mit of an illusionist is primed and ready to treat us as the CIA treats the Russians. Originally, Atari did as much as they could to keep us out of the "innards" of our 400/800. It was late 1980 before we were allowed to see a rather shoddy example of schematic diagrams, etc. in what they euphemistically call a "hardware manual." I have heard that Atari is planning some sort of "sting" against one or more user groups. I'm a little bit worried and I recommend to our librarian that he check once more to make sure we don't have any compromising programs.

In the interum, Atari seems to have become sluggish in working toward improving our 400/800 computers. Rumors are spreading about bigger and better computers while competition brings out peripherals which broaden the ability to use existing equipment. Vic 64 has units to allow the use of Atari, Apple, and TRS-80 software. Atari won't even upgrade its Basic cartridge. When clever software for scientific or technical use is generated, it is from APX or an independent firm.

I am feeling alienated from Atari. The user group members have the capability to be a great value to Atari. When their technical people got no help from Epson, I got them a handbook. This was a long time ago. Atari has done nothing to make use of Epson MX-80 easier. With the Graptrax Plus, Epson supplied one page of data for Atari owners. Now - Atari, where are you? When will you send to the owners of your Word Processor the data to insert underlining (a Graptrax Plus feature) into the manual?

Gerald J. Bransford.

The following article may be copied by other user groups, but the advertisement immediately following the article must be copied with it.



NEOTECHNIC INDUSTRIES INC.
P.O. BOX 277
REDONDO BEACH, CA. 90277

48K MEMORY KIT INSTRUCTIONS

You can turn your Atari 400 or 800 into a 48K computer using your 8K or 16K memory board. It should be noted that this project should not be attempted by anyone not familiar with electronic projects.

With the introduction of low power, low cost 64K dynamic random memory plastic dips it is now possible to convert your 8K or 16K memory to a 48K memory.

The Atari 400/800 is limited to 48K of memory because the microprocessor supports only 64K direct addressable of memory. The upper 16K of memory is used by the ROMs supporting the operating system. 8K of memory is lost when a normal cartridge such as Basic is inserted in the cartridge slot. An additional 8K of memory may be lost with the use of some cartridges.

The existing memory unit is deselected using the select lines S0 and S1 for the 16K. The 48K memory will require the use of the select lines S0 through S5 and the RD-4 and RD-5 lines. The S2 and S3 lines, although not used, are already connected to the 400 motherboard memory board connector (J109).

The address lines A14 and A15 are required to expand the memory address to 48K. This presented a problem because although A14 and A15 are present on the motherboard there are not any spare pins on the memory board. This problem was overcome by using two nand gates in conjunction with select lines S2, S3, and S4, S5.

Disassembly

Disconnect all wires from your Atari 400/800. Turn unit upside down and remove the four screws. Remove the bottom cover. Remove the screws holding the metal shield on the motherboard. At this time make the motherboard modifications. For Atari 400 only, gently remove the motherboard from the chassis and remove the circuit card closest to the cartridge socket. Note the direction the components on the board face. For proper board reinstallation.

Atari 400 Motherboard Modifications

Four wires must be added to the motherboard. These are:

J109-M (Ram slot) to Z103-5
J109-N (Ram slot) to Z103-6
J109-R (Ram slot) to J108-A (cartridge slot)
J109-T (Ram slot) to J108-14 (cartridge slot)

Atari 800 Motherboard Modifications

Six wires must be added to the motherboard. These are:

J104-M (Ram slot #1) to Z101-5
J104-N (Ram slot #1) to Z101-6
J104-T (Ram slot #1) to J103-M (Ram slot #2)
J104-P (Ram slot #1) to J103-S (Ram slot #2)
J104-R (Ram slot #1) to J103-P (Ram slot #2)
J104-S (Ram slot #1) to J103-U (Ram slot #2)

Memory Board Modification

STEP 1: Start the board modification by carefully removing the memory chips Z505 through Z512 from their sockets. Unsolder C503, C505, C507, C509, C511, C513, C515, C517, and C521. Remove and discard.

NOTE: The board edge connector has 44 pins (1 through 22 and A through Z except G, I, O, Q).

STEP 2: Cut the following traces between connector pads:

Pin M to Pin N	} 16K Board Only	Pin N to Pin P	} 8K board only
Pin P to Pin R		Pin R to Pin S	
Pin S to Pin T		Pin T to Pin U	

STEP 3: Cut and remove the following traces between connector pads and components:

Pin Y to C523
Pin X to C521
Pin U to Z501-13-16K board only
Z501-2 to Z501-3 (may require removal of solder)
Z501-12 to Z501-11

STEP 4: Cut the traces at the top of Pins 17 and 18.

STEP 5: With the component side up and the connector facing you, cut the trace located at the top of the board just right to C503 marking (trace is under C503 marking).

STEP 6: With the pins of U1 through U4 facing up, mark Pin 1 location with paint.

STEP 7: Bond U1 through U4 to circuit board using super glue. Locate as shown in Figure 1.

STEP 8: Make connection as shown in Figure 2. Use 30 AWG insulated wire wrap wire.

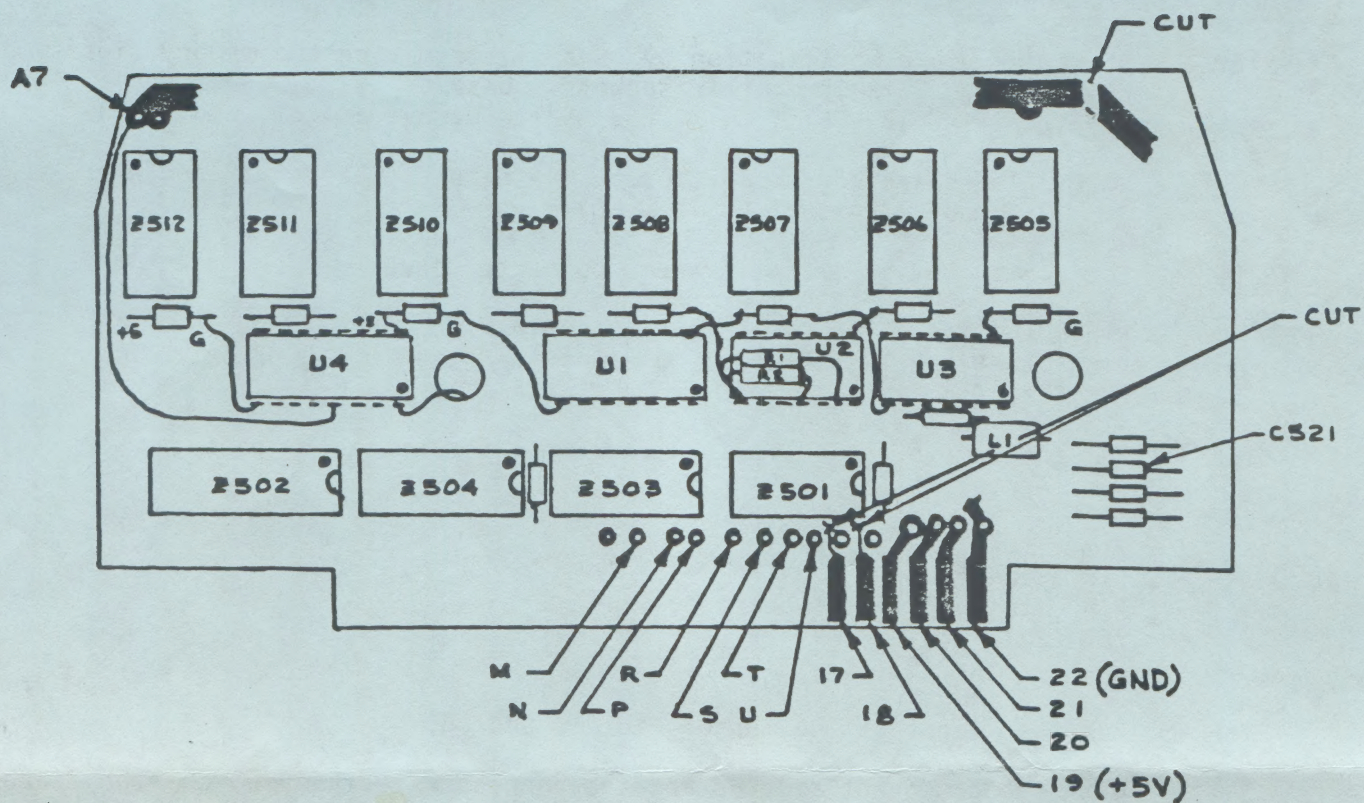
STEP 9: Jumper Pin W to C523 (end nearest Pin W) using AWG 24 insulated stranded wire. -8K board only - remove resistors and jumpers identified as "A" through "F". Install jumper "C" and jumper Pin H to Z503-2.

STEP 10: Install the 4164 or equivalent Rams in sockets marked Z505 thru Z512. The modification is now complete. Recheck all previous steps before proceeding.

Reassembly and Test

Reassembly is the reverse procedure of the disassembly procedure. Test by turning unit on with Basic cartridge and no peripherals installed and typing in ?FRE(0). Response should be 37902 indicating remaining memory space. Figure 3 is a listing of a program you can use to test the 48K Memory. Not all of the Memory can be tested due to the basic cartridge, graphics and test program memory requirements.

COMPONENT SIDE



REAR SIDE

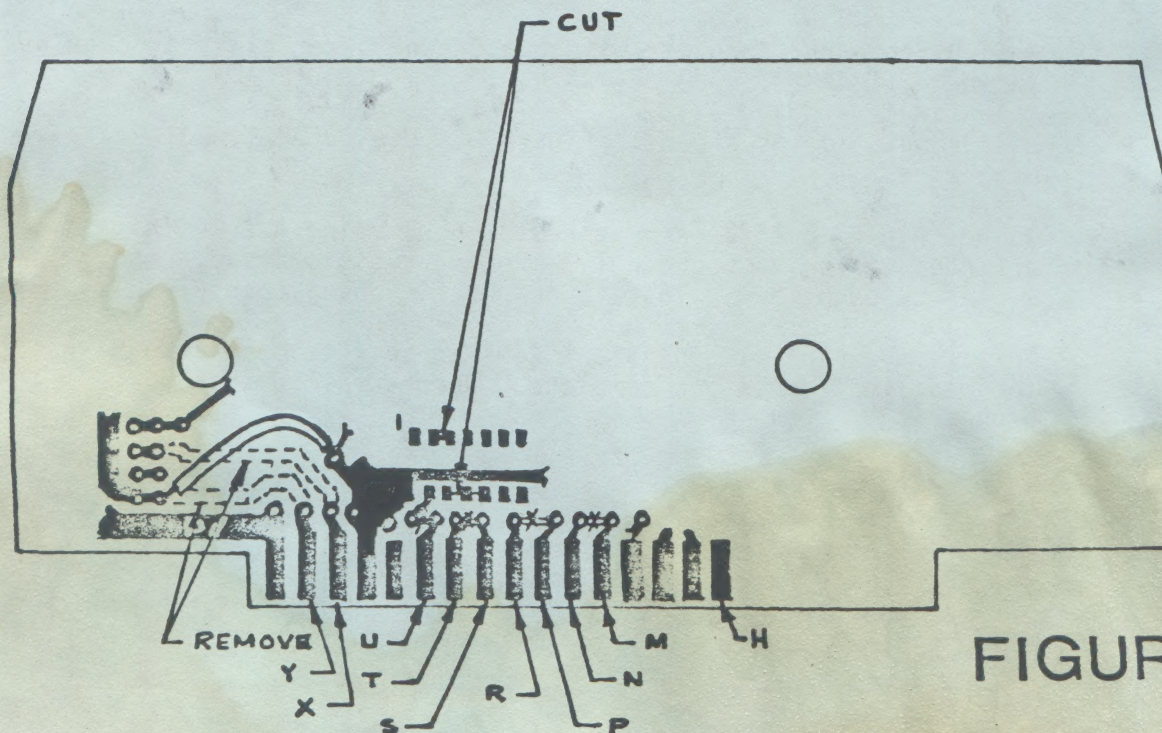


FIGURE 1

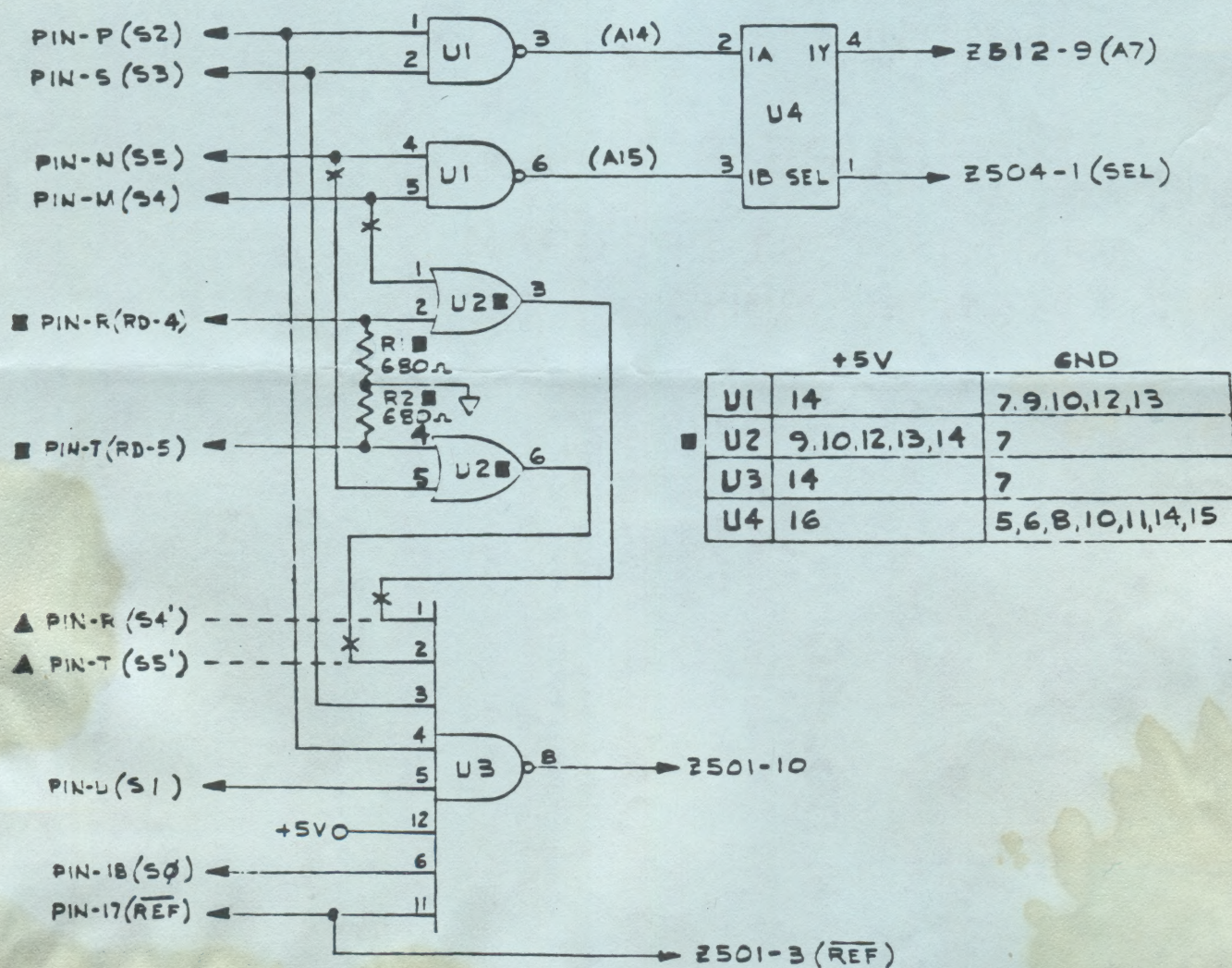
16K RAM MODIFICATION

PARTS LIST

Ref Desig	Part No.	Nomenclature
U1	74LS00	Quad 2 nand gate
● U2	74LS32	Quad 2 or gate
U3	74LS30	8 input nand gate
U4	74LS158	Quad 2-1 mux
Z505-512	4164*	Dynamic ram
● R1,2	680Ω, 1/4w	Resistor

*4864 or 8264 dynamic rams rams maybe used in place of 4164 dynamic rams

● Not required for the Atari 800



■ REQUIRED FOR ATARI 400

▲ ATARI 800 ONLY

FIGURE 2
ADDED CIRCUITRY


```

10 LET N=0: ? "*MEMORY TEST RUNNING*"
20 FOR A=2400 TO 39965
30 POKE (A),255
40 IF PEEK(A)<>255 THEN GOSUB 200
50 POKE (A),0
60 IF PEEK(A)>0 THEN GOSUB 200
70 NEXT A
80 PRINT "--MEMORY TEST COMPLETE--"

90 PRINT (N); " ERRORS FOUND"
100 END
200 N=N+1
210 B=PEEK(A)
220 PRINT "ERROR", (A), (B)
230 RETURN

```

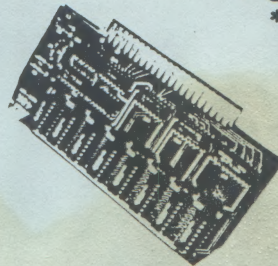
FIGURE 3

MEMORY TEST PROGRAM (TIME: 15 MIN)

ATARI 400/800

48K

RAM BOARD

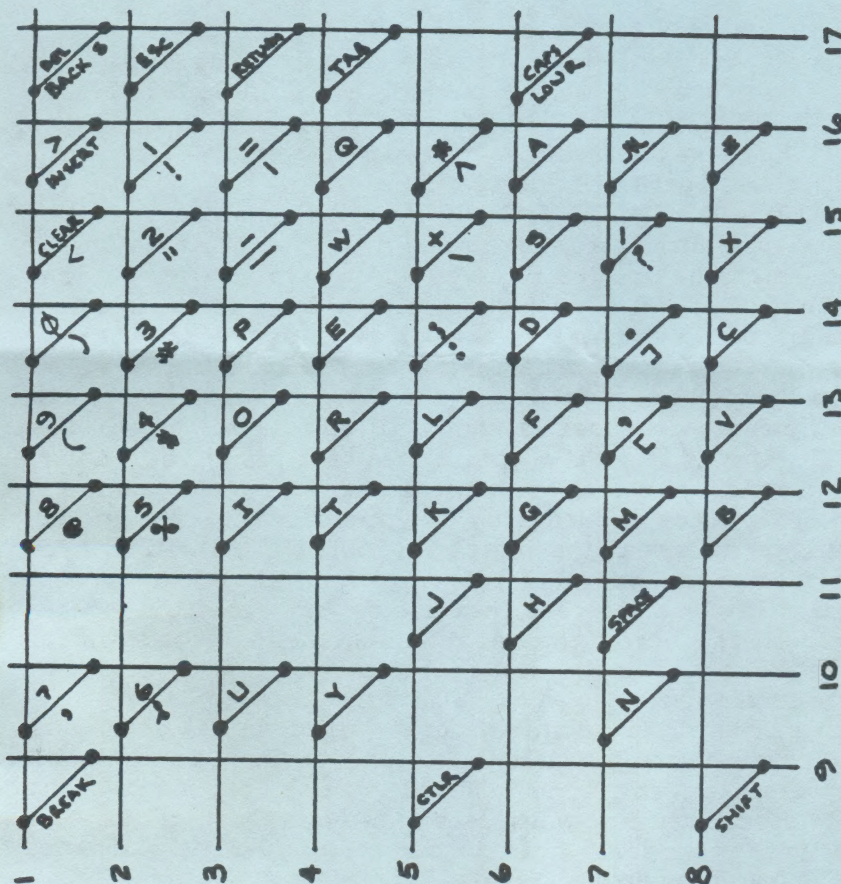
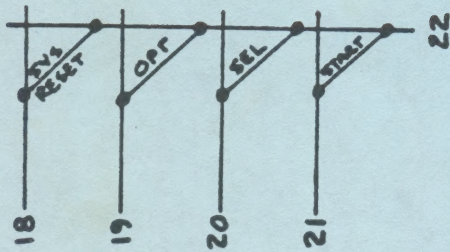


- * 2 YEAR WARRANTY
- * 200ns 64K DYNAMIC RAMS
- * QUALITY COMPONENTS
- * LOW POWER CONSUMPTION
- * GOLD PLATED EDGE CONNECTOR
- * CARTRIDGE DE-SELECT CIRCUITRY
- * NO WIRING REQUIRED FOR THE 800
- * 4 WIRE INSTALLATION FOR THE 400
- * COMPLETE INSTALLATION INSTRUCTIONS

\$139⁹⁵ — PLUS TAX

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P.O. BOX 277
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NEWS FLASH (or whatever)

ATARI 400 KEYBOARD MAP

I have just received a really neat, easy to use word processing program from ALOG COMPUTING in Santa Barbara, Calif. It is called ALOG Pagewriter. It is meant to be a neat and simple typewriter emulator enabling one to easily type several pages of data without having to learn a lot of special codes, etc. I mastered it literally within 5 minutes! It even has a simultaneously displayed graphics page layout display. It (actually I) typed this article. I will demonstrate it at the next meeting. For anyone interested, the Company will give us a group discount (\$25. each for 5 or more). Disk only.

JAJ

A Look at Spell Wizard

by Sue Whitehead

For those of us who have never been able to learn all the rules of spelling or all the exceptions to those rules Datasoft has come to our rescue. They have put out an incredible program called "Spell Wizard". If you use a word processor and your spelling would put all your teachers to shame this program is a real lifesaver.

Spell Wizard has its own dictionary of over 30,000 words. You can also create your own dictionary for any words that Spell Wizard's dictionary does not have. It is very simple to use, you don't even have to read the instruction book to start using it, just follow the prompts. I have used it several times when I was working on the SBACE newsletter. The only reason I read the instructions was so I could write this article without forgetting any of its functions. The only thing I was unable to do was create my own dictionary without reading the instructions, but even that is simple to do.

Spell Wizard will work with any text files created with the standard Atari 2.0S version disk operating system. After you create your text file, load Spell Wizard then select from the menu what you want to do, PROOF A DOCUMENT, PRINT DICTIONARY, SEARCH DICTIONARY, or EXIT SPELL WIZARD. I warn those of you who chose PRINT DICTIONARY, have plenty of paper in your printer, the A's take a stack of paper 3/4 to 1 inch thick. That's a lot of words!!!!

When you choose PROOF A DOCUMENT Spell Wizard will show you a directory of files on your data disk. A super nice feature on this is that this list stays on the screen while you type in which one you want so you don't have to worry about forgetting the correct spelling of your file name and getting a file not found error. Spell Wizard will then read in the file and note all the unique words then it will read in its dictionary comparing the unique words in the text to the words in its dictionary. After asking you if you really want to proof the document then it will scan the text and stop at any word it doesn't know. Of course if the word is misspelled it won't know it! When it stops at a word it then asks you if you want to continue scanning, make correction, or search the dictionary. If continue scanning is chosen it will leave the word as it is and move on. If you don't know the correct spelling of the word either, you can search the dictionary. Spell Wizard will ask you what to search for, just type in the word [if you think you know the correct spelling] or give it the first letter or letters that you do know then put * after them and it will show you all the words that start with those letters in its dictionary. After you make the corrections it will double check and ask you if you really want it to accept the corrections.

When the text file has been corrected this program will then ask you if you want to put any words it did not know in your users dictionary. For example Spell Wizard does not know the word Atari, so that could be put in a user dictionary. This comes in handy if you write specialized text which uses names and technical terms a great deal. The amount of time it takes spell wizard to correct for text file depends on how long your text is and how many errors it finds.

Now everything is done, and you want to exit Spell Wizard. Tell it so and it will come back and tell you to insert your word processing disk and it will boot up the word processor so you can print out your text file without turning off your machine. A handy little feature.

One word of caution if you have a typo that changes a word to a different word, as long as it is spelled correctly Spell Wizard won't catch it. I had this problem when I typed ace instead of ave.

All in all this is a fantastic program, well worth its \$80 price tag. If you do a lot of word processing this program is a must. I wish I had this when I had to type all those papers in high school and college, of course I wish I had my Atari back then too. Now to put this through Spell Wizard and clean it up.

Once upon a midnight dreary, while I pondered, weak and
weary,
Over a quaint and curious program written long before,
While I nodded nearly sleeping, suddenly I heard a beeping
From my console; bugs a-creeping, creeping in the system core.
'Twas some misstroke I had entered, errant thumbstroke not
well centered,
Just a typo, nothing more.

Ah, distinctly I remember, it was in the bleak December,
When each dying disk pack member's fate was listed on the
door.
Eagerly I wished the morrow. Hopefully I'd seek to borrow
Program guides to ease my sorrow, from the dump piled on the
floor.
For my small glitch had created endless loops of cosines, fated
To be rooted evermore.

Deep into my console peering, long I sat there wondering,
fearing,
Doubting, dreaming dreams all mortal programmers had dreamt
before,
That some subroutine, much needed, had my core space just
exceeded,
And was therefore rudely weeded, banished from the system
core,
Exiled to where none can forage, software limbo: federal
storage.
There to languish evermore.

Had this ghastly curse befell me? Cpu time now would tell me.
Missing code could very well be anywhere. I must explore.
LIB.FORTRAN, LIB.CARDECK, even secret LIB.STARTREK,
All these DSNS I queried. To the last they came up poor.
One last hope, a final member: biorhythms for November,
Only this and nothing more.

But I knew there was insurance for my toil and hard endurance.
Nervously I sought assurance, hopefully I did implore,
Day and hour, nay every second, when the grand machine had
reckoned

I had backed up all my labors safe within the system core.
For eons it did cogitate, then printed out that fateful date.
Quoth the console, "Nevermore."

- John A. Kogut
New Carrollton, Maryland
Datamation, January 1980 p.184

AN OPEN LETTER TO ATARI

Dear Atari;

What the heck are you doing? Up until yesterday I was very proud to own an Atari computer and all of its hardware. But now after hearing of your planned move to Hong Kong and Tiawan, and the throwing out of 1700 workers in Sunnyvale, I'm really not sure.

I know for a fact that you have made a profit every year since 75'. I know that these profits are millions every year.

So what's wrong? I know you made a profit last year. Wasn't it enough? Are you having a hard time dealing with Americans as a work force? Do you think your product can be made better over there????

The fact is, I think you're just plain GREEDY! You just don't care about anything but PROFIT!

The only thing that I can hope is that when you start importing your computers from Hong Kong and Tiawan, that the government TAXES YOUR TAIL OFF!!!!!!!

YOURS VERY DISGUSTED,
William Robert Cagle
* AMERICAN *

Comments For The Other Side

I know many people are angry that Atari is moving overseas. I am one of them, but I think I can see one reason why Atari made this decision. When I was selling computers most people I talked to didn't seem to care about the construction of the machine, just what the machine could for the least amount of money.

Late last year Atari had to compete with a new rival the Commodore 64. This machine is able to do everything the 800 could do and some things a little better [being a later generation machine] at a lower price. The Commodore is made overseas one of the reasons it costs less. In my opinion the construction of the Commodore 64 leaves much to be desired. I also feel that the quality of the Atari will suffer in this move.

Unfortunately, what I have seen of the American buying public most of us don't look for the "Made in " label. I can see where Atari is losing alot of business because people are going for the cheaper Commodore.

As I said, I don't agree with Atari for what it is doing, but I can see one reason why they thought they had to make this move. I don't blame Atari completely for its decision! the American buying public has to have the finger pointed at it also.

Bruce Whitehead
Another American

by Shawn Rohan
and Michael O'Shaughnessy

CLOWNS and BALLOONS

Clowns and Balloons is written by Frank Cohen, and produced by Datasoft Inc. This game requires an Atari 800 or 400, 16K, and either a joystick or paddles (we recommend paddles for more accurate play). We purchased the game a while back and have played until our fingers fell off. Mike and I both had very high scores. The object of the game is to bounce your clown off the trampoline and pop all the balloons at the top of the screen.

After you have completed that great task, you appear at the top of the screen and they play a nice little tune for you. You drop from the top and they give you more balloons to pop. You control the trampoline and try to keep it under the clown at all times. If he hits the ground, he goes splat.

The special features of Clowns and Balloons are: 1) The option key changes the game from one player to two players. 2) The select key picks the level of difficulty. 3) The ESC key pauses the game and any key will bring it out of the pause mode. 4) The System Reset key will restart the game.

We did find some bad points to the game, such as that unless you're playing on the harder levels of play, you can play the game almost forever. Then when you get your score up to about 80,000 or 90,000, don't be surprised if the game switches to a slower speed (possibly a bug put in by the programmer as a joke). It doesn't always do this. I found, I went to 150,000 before it went on slow speed. It does get quite boring if you play it long enough.

On the game scale, I gave Clowns and Balloons a medium to a high 5, while Mike gave it a high 6 for excellent graphics and even better sound. I found it a little monotonous and easy after a while. It does have some nice circus tunes though. We liked the game when we first bought it, but it went downhill after about two weeks. Some people may like it and some may not, we liked it at first, but not so much now. We think you should closely examine the game before paying the \$34.95 that Datasoft wants for it.

In no way are we trying to discourage people from liking or disliking this game, or any game. We just write what we think about the game. You should in no way base your opinions solely on our game review (HEAVEN FORBID)! You may like something we don't and vice-versa.

CAGLE'S CORNER

Game Review

By William R. Cagle

Goodcode's Caverns!!!

Goodcode's Caverns is an interesting adventure type game. You need 32K of RAM and you can use either a JOYSTICK or the KEYBOARD.

It seems that Dr. Goodcode has hired you to clean out the caverns under his estate. He has armed you with a compass and an instrument called THE ZAP. It, the Zap, is a sword with a button on the handle. If you point the Zap at anything and push that button, the object is destroyed. You can also use the Zap as a regular sword.

Down you go into the caverns. As you travel through the caverns you are going to meet the wildest collection of monsters and demons you have ever met. All the time you're in the caverns you will have the sound of an organ in your ears. (Sorta like INNERSANCTUM) Try not to get killed while getting TREASURE and GOLD COINS on your trip. All of the treasure and gold come in handy as you go from one level to the next. (There are three "3" levels and eighty rooms to each one) From level one to two, and two to three, there is a place where you may make trades of treasure and turn them into gold for buying more supplies. You can buy more food, extra Zap power, information, and compasses. On that last one, compasses, I strongly recommend that you buy atleast one extra. You see, there is this SUPER BAT that flies around just looking for a chance to steal your compass and get you lost. The compass tells you what number the room you are in and the rooms that are next to you. (Very Important)

So good luck to you, and I hope you have a lot of fun.

On the Cagle scale of games I give this one a good 7.



LETTER PERFECT & MY NEC 8023-A

Back in may of 82 I decided to buy a printer, I owned an ATARI 400 w/48k and was looking for a printer to run my hardcopy since VISICALC was already running my small business. I also had modified an AT&T data terminal keyboard purchased at a local surplus store and interfaced it to my 400 computer for ease of input.

I looked at the printers available at that time and because of my finances I knew that the Spinwriter from NEC was to much money, at \$3595.00 I would have to work all year to own one. I looked Smith Corona's TP-1 and found that at 12cps (characters per second) it was to slow for the type of number crunching VISICALC can do, I looked at Epsom's MX-80, NEC's 8023-A, Radio Shack's array of printers and the Axiom GP-100 ect... ect.. ect...

After all that torment, and it was I decided on My NEC 8023-A and proudly so !!!.

The choice was an excellent one, and made on the basis of PRICE: \$479.00, BUILT IN FEATURES: 2K buffer compact ribbon cart. A friction and Pin feed carriage w/no paper waste and SPEED: 100cps. Well I got it home un-packed it and went to work with my new toy and VisiCalc. The only trouble I could see was that it would not accept <ESC> codes, after some playing I found the trick is to hold the <SHIFT> key while entering ALL SET-UP COMMANDS all print modes work excellent you can make a form with 15 columns across and 90 to 100 rows down and cram it full of data before running out of memory.

Well all was fine for a while until I decided that I wanted to write some letters to my accounts, there were really NO word processing programs, except for a user modified version of THE ATARI WORD PROCESSOR which I had used before, and had not particularly been impressed by the program. Having had some experience with more sophisticated programs like SCRIPTS, WORD PRO, and WORDSTAR, One of the most popular CP/M programs, had given me a good idea of how powerful and creative an instrument a good word processor could be especially when combined with a data base and a spelling program.

As usual lots of companies like DATASOFT, were and still are promising an NEC version of there TEXTWIZARD but thats all they still are doing, promising. Then I heard that LJK Ent. had just released a cartridge version of there LETTER PERFECT that would dump to the NEC 8023-A, I ordered it for that reason and sure enough it turned out to be quite a program.

LETTER PERFECT has gone through several changes from the original ATARI version on disk.

LETTER PERFECT & MY NEC 8023-A

There second modification allowed you to configure other printers via the use of a pre configured series of default values user specified using the accompanying DISK PRINTER EDITOR supplied with the program. The program was available in 40 column disk & ROM cartridge.

The next version was a more polished version 2 the disk form came with both 40 & 80 column versions (80 col. needs BIT 3 80 column board and the ATARI 800) and was also available in either 40 or 80 column ROM cartridge.

There is now a third version available with a new printer editor and a completely new manual, but more on this later.

When compared to the traditionally small business word processors LETTER PERFECT sits well among the top.

I have used all versions of LETTER PERFECT with my NEC and have successfully printed form letters with LETTER PERFECT'S sister program DATA PERFECT.

There is now, a real spelling program with a 30,000 word vocabulary and expansion capabilities it is called SPELLWIZARD by DATASOFT and works with ANY text file, It's only hang up with LJK products is the disk formats bring different, this means the user has to convert the file to be proofread from LJK Dos to ATARI Dos II, after you proof your file and make the necessary corrections you then re-convert the file back to LJK Dos. Don't worry it's a minor draw back with great benefits and it is accomplished relatively fast and easy via a FILE UTILITY program available from LJK at a reasonable price (\$30.00 or included with ROM version).

Well now for the details on printing using the NEC 8023-A and LJK'S LETTER PERFECT.

With version 1 since the program was written to print with the ATARI 825, the best you can do is 3 TYPE fonts.

1. Double With this is regular print.

2. Double with <ctrl> V <esc> E.

3. Double With <ctrl> V <esc> Q.

The margins and other attributes are set on a format line.

FONT TYPES	FORMAT LINE/maximum# chr.per.line
Font 1	Em4w--/40
Font 2	Em10w--/48
Font 3	Em14w--/67

LETTER PERFECT & MY NEC 8023-A

Underlineing is turned ON by entering `<ctrl> V <esc> X` and to turn it OFF `c/V e/Y` (`c=<ctrl>e=<esc>`). All other `<ESC>` codes are found in your NEC owners manual.

Version 2 can be used two different ways, when you first boot the program a prompt asks you the type of printer you own (DAEQ).

This program can print with either the Epsom (E) or the pre configured Disk Editor (D) selection.

I will discuss the Epsom first since this dump routine only works with version 2.

After making the E selection enter the editor and enter the necessary `<CR>`.

The program is extremely versatile since it allows full access to all the special features of your NEC printer. because the Epsom dump routine defaults are slightly different from the NEC'S a format line must be entered on line 2. Enter the following on line 2 `c/Fm8w64` this will give us a centered 80 column text. About centering text, when using the compressed double wide char. set, whether the 12cpi or 17cpi the program still counts each space as a character, therefore if you are using the 17cpi double wide char. even though it will not print more than 67 characters per line you must refer to it as 132 characters per line this holds true for versions 2 & 3.

Because this version uses the default NEC print character set up to 6 different type styles can be achieved with ease via `<ctrl>` commands or directly with `<ESC>` codes.

you can print at 10cpi like this or

Like this at 12 cpi up to 96 characters can be entered or

In this manner at 17cpi 136 characters can be printed on a standard 8x11 bond paper.

A word about paper: Beware of paper that is 8x11 but the pin feed tear off is included in the 8 inch width.

Two thing about the Epsom version dump, once you have entered a `c/B` there is no way of canceling the Boldface since there is no way of entering decimal values and `<ctrl> 0` is used as a command. The Underline function has to be performed using the NEC'S `<esc>X-on Y-off` function as it will not accept `c/U` as the Underline command.

So far I have discussed using the program and printer when you have to make do with what you have. Because version 2 & 3 can be tailored to the 8023-A via the Printer Editor the program finally becomes a real joy to use.

LETTER PERFECT & MY-NEC 8023-A

The Printer Editor comes in the form of a separate disk included with your version 2 or 3. Because the 8023-A uses a different interface than it's larger brothers you will have to use the OTHER selection of the menu.

Thats right when you boot the Printer Editor you will have a menu and NEC is one of the selections but this will not work with your 8023-A. Now that you made the OTHER selection you will be greeted by the default values, this is your chance to modify and tailor the program to a glove type fit.

The only value I change is the left margin to 8 all other defaults I leave as is. After you have finished editing with a <cr> you will be faced with two questions answer both with <CR>, now a new set of questions concerning the program functions.

The questions are as follows.

QUESTION	:	ANSWER
BOLDFACE ON	:	14
BOLDFACE OFF	:	15
UNDERLINE ON	:	27.88
UNDERLINE OFF	:	27.89
DOUBLE STRIKE ON*	:	27.33
DOUBLE STRIKE OFF*	:	27.34

% Note double strike char. answers are for the superscript and subscript questions. The boldface toggle is for wide characters and can be turned off with either a <cr> or c/V(15).

When you have finished editing a <CR> will take you into the FONT'S, menu, you have 4 fonts to choose from in the program addressed as c/Ff 0 to 3.

QUESTION	:	ANSWER
1.FONT 0 (10cpi)	:	27.78.20
2.FONT 1 (10cpi)	:	27.78.18
3.FONT 2 (12cpi)	:	27.69.20
4.FONT 3 (17cpi)	:	27.81.20

After all these questions have been answered place an empty disk on your DATA disk and save the information. since all the newly configured data uses only one sector and it is written to sector 1 and since all LJK DATA disks have nothing written to the first 3 sectors of the disk it has turned out to be a handy place to keep it.

And now for version 3 a few words of praise for the excellent polish LJK has given to this program. Having been given a thorough remodeling, a new manual and expanded list of commands makes programs like WORDSTAR sit up and take notice.

LETTER PERFECT & MY NEC 8023-A

At first It looks very much like version 2 except that some of the old command have been changed. There is now a toggle for an insert mode allowing a great deal of ease in editing files, once you have used it you will wonder how you did without it. The keyboard speaker has been disabled and it is a little hard to get used to when using the 400 since there is no sound when a key is depressed. Decimal values can now be entered, it also supports block duplications and insertions from buffer which is great when you have a word or phrase to write over and over again, after entering the delimiting character <ctrl>D where you want the duplication to end, return to the beginning now type <ctrl>/, now take the delimiter off or it may cause problems during the printing. Now when ever you wish to use the text stored in memory by using the <ctrl> and the cap/lower key the text will appear at the cursor location. The program has so many great features I could go on and on and on but for that the new manual is excellent.

If you have a registered copy of any version for a nominal fee (about \$35.00) LJK will update your version and manual. for more information contact LJK Ent. (314) 846-6124.

Now load your disk or cartridge and go to work, because now all the functions are operational.

I hope you enjoy this program as much as I have.

Its Great

Its Great

Its Great

Its Great

Its Great

Its Great

JAIME D. VARGAS ENT.
2720 E. 219th. St.
LONG BEACH, CA. 90810.
(213) 518-2827
2/15/83

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FOR
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from
June B. Moore
Attorney at Law
32 Salinas Avenue
San Anselmo CA 94960
Ph 415-456-5889 (after 5:30 pm)

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Neither type of protection guarantees no one will steal your effort, any more than the police department guarantees no one will burgle your house. The law against burglary and the law against copyright infringement, however, give the owner of the house or the copyright a kind of right to recover from the thief. Better chance, too, in the case of a software thief who copies for commercial purposes!

A copyright will not protect your fine idea for bit-twiddling - it will protect your expression of it - that is, no one can copy your program directly although they can do some bit-twiddling themselves to accomplish the same purpose you aimed at. For example, no one can copyright the idea of the play "Romeo and Juliette" of a pair of lovers whose families are feuding. But Romeo and Juliette could have been copyrighted by William Shakespeare and anyone who used his lines in another play about the same thing or a similar thing would have infringed his copyright.

Is that clear? Or just confusing? Well, Einstein's theory, $E = MC^2$ could not be either patented (it is a natural law) or copyrighted (it is an idea) but Albert's book about his theory could be, was, and is copyrighted!

If it comes down to protecting your program through a lawsuit, it is necessary to have the notice and the registration. The registration is prima facie evidence of the validity of your copyright. And should you succeed in proving your copyright, the court will issue an injunction against a copier without permission, will ultimately give you either his profits, your losses (should you start selling the program yourself), and your attorney's fees if he was an intentional infringer. It could be a good deal for you, if your program is really great - and some that I have seen on the CBBS's are great!

If I can help with advice - but not filing lawsuits- drop me a note on the Mill Valley RBBS (415-383-0473) or to the above address. I don't practice law - I write about it and copyright is one of the areas I write about.

Ballot for Best Article March/April

- ☐ From the Editors Desk by Sue Whitehead
- ☐ Prexy's Posits by Gearld Bransford
- ☐ The Game Column "Clowns and Balloons by Shawn Rohan and Michael O'Shaughnessy
- ☐ Cagle's Corner "Goodcodes Caverns" by William Cagle
- ☐ A Look at Spell Wizard by Sue Whitehead
- ☐ An Open Letter to Atari by William Cagle
- ☐ Comments for the Other Side by Sue Whitehead
- ☐ Letter Perfect & MY NEC 8023-A by Jamie D. Vargas

Handwritten notes at top left:

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11-8
12-16
13-24

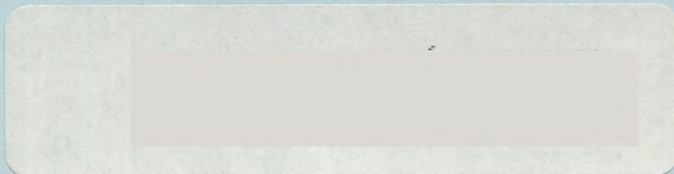
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16 102



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